Deflektor

DEFLEKTOR is an experience in laser logic. There are no heroes or foes, just an absorbing challenge in pure skill and technology.

The objective of DEFLEKTOR is to complete each optical circuit.

The laser produces a high intensity beam which must reach the receiver before the energy level is fully drained. This is achieved by reflecting, refracting and polarising the beam around the screen – obstacles in the beam's path can reflect, absorb or in the case of fibre optics, transfer the beam. You have the power to control the beam, but the route to the receiver is blocked until you have used your laser to destroy all the cells. However, care must be taken to avoid overloading your laser by either hitting the mines or reflecting your beam back along its own path.

But watch out! You are not alone. Beware of the Gremlins!!.

CONTROLLING YOUR LASER BEAM:

The laser can be redirected by adjusting the angle of the mirrors. Auto-revolving mirrors will either stop or rotate faster depending on the direction you attempt to rotate them.

Other items cannot be controlled directly, but can be used to affect the beam in some way, either by reflecting it or redirecting it. In the case of fibre optics, a beam hitting a block, will be transferred to a matching block elsewhere on the screen.

OVERLOAD SITUATIONS:

An overload of your laser can take place by:–

1) **Total Reflection:** The beam being reflected back along its own path, towards the laser and overheating it.

2) **Over Extension:** The beam length is too great, causing laser overload.

3) **Mine Alert:** The laser beam has collided with a mine creating a power surge with rapid overload.

In all these situations, you should redirect the beam immediately and wait for the overload indicator to return to zero.

JOYSTICK
Position the cursor, then by holding down **FIRE** and moving left or right rotate the mirror. Pressing **FIRE** vapourises gremlins directly below the cursor.

Amstrad
KEYBOARD
Q – Cursor Up
A – Cursor Down
K – Cursor Left
L – Cursor Right
SPACE & **K** – Rotate Mirror anticlockwise.
SPACE & **L** – Rotate Mirror clockwise.
SPACE – Vapourise gremlin.
P – Pause
ENTER – Return to game
CTRL/ESC – Abort Game

JOYSTICK
Position the cursor, then by holding down **FIRE** and moving left or right rotate the mirror. Pressing **FIRE** vapourises gremlins directly below the cursor.

CBM 64/128
KEYBOARD
; – Cursor Up
/ – Cursor Down
Z – Cursor Left
X – Cursor Right
RETURN & **Z** – Rotate Mirror anticlockwise.
RETURN & **X** – Rotate Mirror clockwise.
RETURN – Vapourise gremlin.
Q – Quit

JOYSTICK in Port 2
Position the cursor, then by holding down **FIRE** and moving left or right rotate the mirror. Pressing **FIRE** vapourises gremlins directly below the cursor.
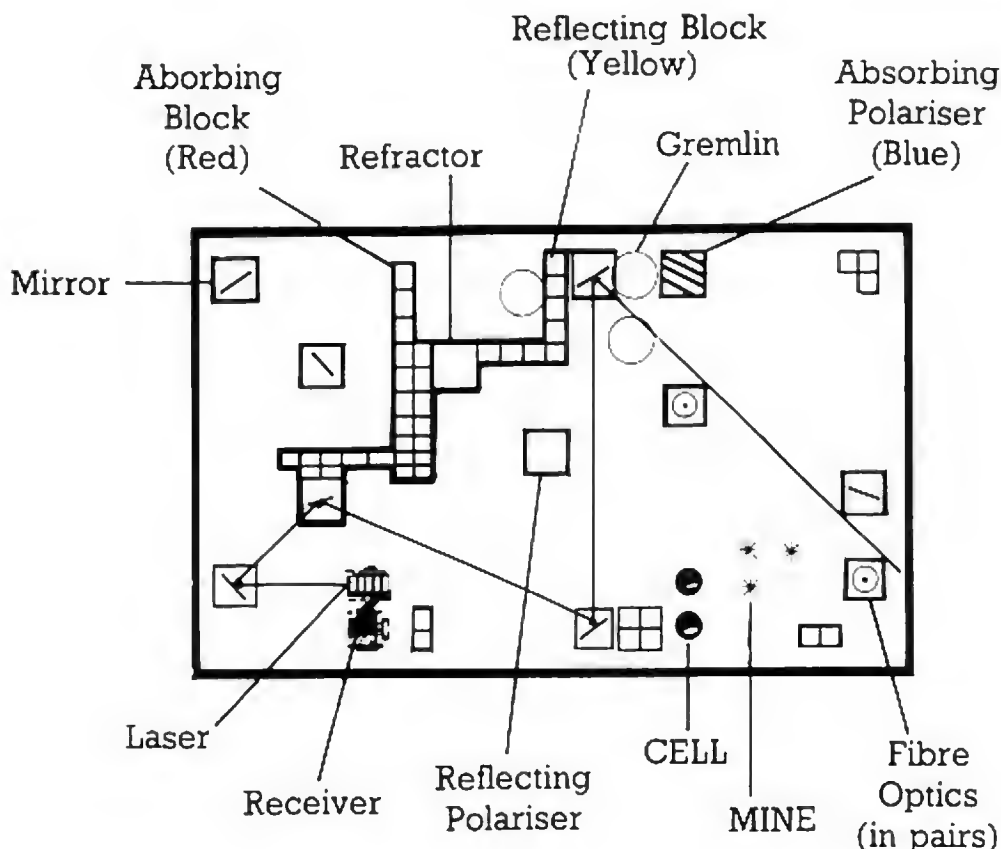
ATARI ST
JOYSTICK in Port 1.
Position the cursor, then by holding down **FIRE** and moving left or right rotate the mirror. Pressing **FIRE** vapourises gremlins directly below the cursor. **ESC** – Abort game.

PRACTICE MODE:

Because of the extreme skill needed to master DEFLEKTOR, you may play three screens with a very slow energy drain and no risk of overload. Scores achieved in practice mode are not, of course, recorded.

This screenshot is taken from the Spectrum version. Graphics may vary slightly for the CBM 64/128, Amstrad and Atari ST versions.

CONTROLS

Spectrum 48/128K

KEYBOARD

Q – Cursor Up   **K** – Cursor Left
A – Cursor Down   **L** – Cursor Right
SPACE & **K** – Rotate Mirror anticlockwise.
SPACE & **L** – Rotate Mirror clockwise.
SPACE – Vapourise gremlin.
P – Pause
ENTER – Return to game
G & **U** – Give up

LOADING INSTRUCTIONS

CBM 64/128

CASSETTE: Insert cassette into cassette unit. Press **SHIFT** and **RUN/STOP** simultaneously. Press **PLAY** on the cassette unit. The program will load and run automatically.

DISK: Insert disk into drive. Type **LOAD"*",8,1** and press **RETURN**. The program will load and run automatically.

Spectrum 48K

Type **LOAD""** and press **ENTER**. Press **PLAY** on the cassette recorder. The program will load and run automatically.

Spectrum 128K/+2

Use the **TAPE LOADER** as normal.

Amstrad

CASSETTE: Insert cassette into cassette unit. Press **CONTROL** (**CTRL**) and the small **ENTER** keys simultaneously. Press **PLAY** on the cassette unit and then any key. The program will load and run automatically.

DISK: Insert the disk into the drive, label side up. Type ¦ **CPM** and press **ENTER**. The program will load and run automatically.

Atari ST

Insert disk. Turn computer on. Game will load and run automatically.